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A **succubus** (female) or **incubus** (male) is a creature, sometimes considered "a demon", looking like a highly attractive human being seducing real humans, first appearing in dreams from time to time, then physically, and is interested only in men that have already come of age. Neither succubi nor incubi are particularly violent, though they draw energy from the men and women to sustain themselves, often until the point of exhaustion or death of the victim.[1]

- 1 Notable succubi
- 2 *The Witcher 3: Wild Hunt*
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Quick Answers

- ▶ **What is the meaning of 'sukkubus'?**
- ▶ **How does a succubus sustain itself?**
- ▶ **What is the process of killing a succubus in Witcher 3?**
- ▶ **What is the significance of a succubus' name?**
- ▶ **How does a succubus appear in dreams?**

Notable succubi

- Natanis, from Beauclair
- Vara
- Salma, from Novigrad
- Succubus of Ard Skellig
- Succubus of Murky Waters
- Succubus of Vergen

The Witcher 3: Wild Hunt

Succubi

Information

Class

Hybrid

Variations

Salma

Occurrence

Ard Skellig

Immunity

Axii

Susceptibility

Hybrid oil
Quen
Since Patch 4.0:
Silver swords
Before Patch 4.0:
Steel swords

Tactics

Seduction

Loot

Crowns
Silk
Strawberries
Succubus mutagen
A bestiary entry can be obtained by reading Journey to the End of the World.

Bestiary entry

Again?! Good grief, woman, I'm spent...
– Lester of Smallton to a succubus, a few days before taking a vow of celibacy

Unlike other monsters, succubi and menads feel no desire to kill, do not crave human blood and usually do not, in fact, mean any harm at all. They are motivated by one thing and one thing only: an insatiable lust. They try in vain to slake this by engaging in sexual acts with any other humanoid species they encounter. While it must be admitted that their "victims" rarely put up much resistance, this does not mean succubi and menads do not present any danger: their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

Succubi and menads usually can be found near human settlement, including small villages and populous cities. They prowl at night, though when stricken by serious need they will leave their lairs during the day as well. They shower their affections on men as

well as women, the young as well as the old, the ugly as well as the beautiful. Some of them are particularly fond of pastors and other holy men, whose seduction they treat as a sort of game.

Though succubi are peaceful by nature, when forced to fight they will defend themselves fiercely. One should thus not be fooled by their fair appearance – under the velvety skin of their arms lie muscles of iron, and a blow delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone.

Combat tactics

Clever witchers may be able to talk down a succubus, with stories of witchers seducing a succubus and allowing them to flee a region whispered among commoners. Should a witcher choose to slay a succubus, they must act quickly. Succubi are known for their surprising brute strength.

They can also be accomplished spell-slingers in their own right, commanding fire with natural aptitude. The simple flashes of fire that a succubus can call upon can disrupt any sword technique a witcher is capable of, and there is no defense save for quen, or frantic rolls away from the flames.

Relentlessness is key. A succubus cannot be allowed to control a battle. Exploding bolts or aard can disrupt their spell-weaving, Northern Wind can freeze them in place. A witcher will succeed in slaying a succubus if they can pin them down and unleash a flurry of strikes.

Note: Prior to Patch 4.0, succubi were vulnerable to steel swords instead of silver. This caused a unique problem as one could not actually use hybrid oil against them, which also meant that perks requiring use of an appropriate oil, like Protective Coating, would not work.

Associated quest

Practicum in Advanced Alchemy

Notes

- In the *House of Glass* graphic novel, there is one major succubus character named Vara of Vengerberg. She is depicted as similar to succubi from the game series, except that she lacks cloven hooves. She does have wings and can look very like a human, and she is shown in her true form only once in the comic.
- Despite succubi being sentient and relatively non-violent, they are brethren to fiends and chorts.
- The listed loot is actually a custom set scripted for the succubus of Ard Skellig, while only Salma can drop generic succubi loot.

- In the *Blood and Wine* expansion, during the secondary quest Equine Phantoms, the umbra that Geralt chases is strangely labeled as "incubus" for a brief second while transforming, despite the male counterparts not appearing as of yet in the adaptions.

    Some speculate this is due to the quest originally featuring an incubi as the "demon" haunting Pinastri, not an umbra, backed by the similar behaviours between the creatures.

Trivia

Succubi and incubi are mythical demons who seduce people. Such creatures are found within various mythologies.

The portrayal of succubi in *The Witcher 2: Assassins of Kings* and *The Witcher 3: Wild Hunt* shares similarities with the half-human, half goat faun or satyr of Greco-Roman folklore. Vara from *House of Glass* seems to resemble the traditional depiction of succubus instead.

Gallery

Succubus of Vergen in *The Witcher 2: Assassins of Kings*

Vara in *House of Glass*

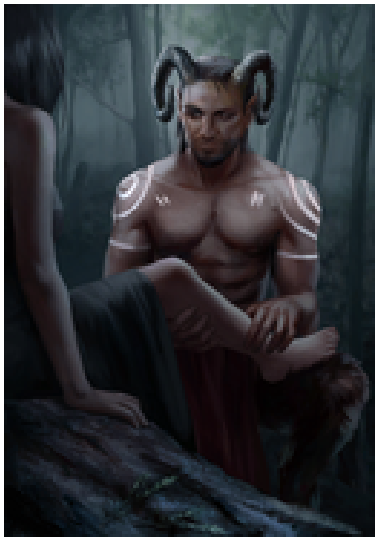
Succubus render in *The Witcher Battle Arena*

Succubus in *The Witcher Battle Arena*

In *The Witcher 3: Wild Hunt*

Succubus of Ard Skellig in *The Witcher 3: Wild Hunt*

Salma in *The Witcher 3: Wild Hunt*



Incubus cardart in *Gwent: The Witcher Card Game*

References

External links

See the ***GWENT*** **standalone game version card:** *Succubus*

The Witcher 3 bestiary in *The Witcher 3: Wild Hunt*

Beast	
Base Game	• Bear • Dog • Wolf
Hearts of Stone	Wild boar
Blood and Wine	• Big Bad Wolf • Panther • The Beast of Beauclair • Three Little Pigs

Cursed one

Base Game	• Berserker • Botchling • Lubberkin • Ulfhedinn • Werewolf
Hearts of Stone	The Toad Prince
Blood and Wine	Archespore

Draconid

Base Game	• Basilisk • Cockatrice • Forktail • Royal wyvern • Shrieker • The Dragon of Fyresdal • Wyvern
Blood and Wine	• Silver Basilisk • Slyzard • Slyzard Matriarch

Elementa

Base Game	• Djinn • Earth Elemental • Fire Elemental • Gargoyle • Golem • Hounds of the Wild Hunt • Ice Elemental • The Apiarian Phantom • Therazane
Blood and Wine	• Moreau's Golem • Pixies

Hybrid

Base Game	• Ekhidna • Erynia • Griffin • Harpy • Melusine • Opinicus • Salma • Siren • Succubus

Insectoid

Base Game	• Arachas • Armoured arachas • Endrega drone • Endrega warrior • Endrega worker • Harrisi • Venomous arachas
Hearts of Stone	Arachnomorphs
Blood and Wine	• Giant centipede • Kikimore • Kikimore worker • Pale Widow

Necrophage

Base Game	• Abaya • Alghoul • Devourer • Drowner • Drowned dead • Foglet • Ghoul • Grave hag • Ignis Fatuus • Mourntart • Mucknixer • Rotfiend • Water hag
Blood and Wine	• Scurvers • Spotted wight • Wight

Ogroid

Base Game	• Cyclops • Hagubman • Ice giant • Ice troll • Nekker • Rock troll • Wham-a-Wham
Blood and Wine	• Cloud Giant • Golyat

Relict

Base Game	• Chort • Crones • Doppler • Fiend • Fugas • Godling • Howler • Imp • Kernun • Leshen • Morvudd • Sylvan • Woodland Spirit
Hearts of Stone	The Caretaker
Blood and Wine	• Grottore • Shaelmaar • Shaelmaar from the Emperor of Nilfgaard • Spriggan • The Monster of Tufo • Wicked Witch

Specter

Base Game	• Devil by the Well • Hym • Jenny o' the Woods • Nightwraith • Noonwraith • Penitent • Plague maiden • Red Miasmal • The White Lady • Wraith
Hearts of Stone	• Ethereal • The Wraith from the Painting
Blood and Wine	• Barghest • Banshee • Daphne's Wraith • Longlocks • Phantom of the Amphitheater • Umbra

Vampire

Base Game	• Ekimmara • Higher Vampire • Gael • Katakan • Sarasti
Blood and Wine	• Alpha Garkain • Alp • Bruxa • Dettlaff van der Eretein • Fleder • Garkain • Protofleder • The Bruxa of Corvo Bianco